

GOTHAM KNIGHTS

Name:
Player:
Chronicle:

Virtue:
Vice:
Concept:

ATTRIBUTES

Power	Intelligence	00000	Strength	00000	Presence	00000
Finesse	Wits	00000	Dexterity	00000	Manipulation	00000
Resistance	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

MENTAL

(-3 unskilled)

Academics _____ 00000
Computer _____ 00000
Crafts _____ 00000
Investigation _____ 00000
Medicine _____ 00000
Occult _____ 00000
Politics _____ 00000
Science _____ 00000

PHYSICAL

(-1 unskilled)

Athletics _____ 00000
Brawl _____ 00000
Drive _____ 00000
Firearms _____ 00000
Larceny _____ 00000
Stealth _____ 00000
Survival _____ 00000
Weaponry _____ 00000

SOCIAL

(-1 unskilled)

Animal Ken _____ 00000
Empathy _____ 00000
Expression _____ 00000
Intimidation _____ 00000
Persuasion _____ 00000
Socialize _____ 00000
Streetwise _____ 00000
Subterfuge _____ 00000

OTHER TRAITS

MERITS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

FLAWS

_____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
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 _____ 00000
 _____ 00000
 _____ 00000

HEALTH

00000000000000
 □□□□□□□□□□□□

WILLPOWER

0000000000
 □□□□□□□□□□

0000000000

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10 _____ 0
 9 _____ 0
 8 _____ 0
 7 _____ 0
 6 _____ 0
 5 _____ 0
 4 _____ 0
 3 _____ 0
 2 _____ 0
 1 _____ 0

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Experience: _____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size
 Willpower = Resolve + Composure • Size = 5 for adult humans • Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity +
 Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7

GOTHAM KNIGHTS



OTHER TRAITS

_____ 00000
 _____ 00000
 _____ 00000
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 _____ 00000

Type: _____
Description: _____

Type: _____
Description: _____

Type: _____
Description: _____

HISTORY

Goals

DESCRIPTION

Age: _____ **Height:** _____
Hair: _____ **Weight:** _____
Eyes: _____ **Race:** _____
Sex: _____ **Nationality:** _____

ALLIES AND CONTACTS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

WEAPONS AND EQUIPMENT

<i>Weapon/Attack</i>	<i>Dice Mod.</i>	<i>Range</i>	<i>Clip</i>	<i>Size</i>
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

<i>Equipment</i>	<i>Durability</i>	<i>Structure</i>	<i>Size</i>	<i>Cost</i>
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____